



record

Installation Manual

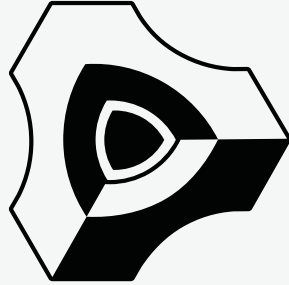
Installation Manual by Fredrik Hylvander

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Chapter 1

Introduction

Welcome!

Thank you for choosing Record!

Version 1.5 is our first Record upgrade, adding the much sought-after pitch adjustment and voice synth device Neptune, a whole new way of using the sequencer - plus a number of other new functions and improvements. Record also features a general purpose sample player, a fully equipped mixer, and some of the best effect devices from Reason.

A strong driving force for us at Propellerhead is communication with all the people around the world that use our programs to realize their musical ideas. And a big part of this communication takes place on our own user forums. This is a unique meeting place where professionals and beginners meet on equal terms to exchange ideas. But even more importantly, it's a forum open to you! We think you will enjoy talking to other Record and Reason users all over the world, just as much as we'll enjoy talking to you.

See you on the Propellerhead web!

Yours truly,

The Propellerhead Software Team

www.propellerheads.se

About the Record documentation

This is the Installation Manual where installation of Record and basic setting up procedures are described. Detailed features and operations in Record are described in the Operation Manual, a file in Adobe Acrobat (".pdf") format. This and other pdf documents are installed with the program - you find them in the Documentation folder inside your Record application folder. The Operation Manual also contains reference descriptions of all Record devices and commands.

To read the Operation Manual on Windows systems, you will need the Adobe Acrobat Reader application. Since this has become something of a household utility application, chances are you already have it installed on your computer. If not, run the Acrobat Reader installer included on the Record installation DVD. To read pdf files under Mac OS X, you can use Preview instead.

About the Record operating system versions

Record runs under Mac OS X and Windows (for operating system details, see below). All Record packages contain program versions for both platforms. Everything said in the manuals applies to both platforms, unless explicitly stated.

If you are running Mac OS X, please note that there's an additional menu called the Record menu, which is not present under Windows. This contains the Preferences menu item (on Windows found on the Edit menu).

What is in the Record package?

When you purchase Record, the package contains the following items:

The Record installation DVD

This DVD contains the main Record program installer which include the Record application, Help System, Video Tutorials, Demo Songs and documentation. In addition, the Windows partition of the DVD also contains an installer for Adobe Acrobat Reader.

The Ignition Key

Record comes with a specially designed protection key - the Ignition Key - which is a part of Record's protection system. It resembles a regular USB memory stick and should be plugged into a free USB port on your computer. The Ignition Key needs to be authorized before use, see "Authorization and the Ignition Key" on page 17".

The product authorization card

This contains the license number and registration code required for the installation. The registration code is a one-time code used to register your Record license to your Propellerhead user account. Once you have registered Record on your account and authorized the Ignition Key, you don't need it any more.

! Note that if you bought Record from the PropShop, it is already registered to your account.

The Installation Manual

The booklet you are reading right now!



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Chapter 2

Installation

Requirements

Below you will find the minimum requirements for running Record:

! Note that these are the minimum requirements! You will benefit from a fast computer with a lot of RAM, since this will allow you to use more devices at the same time.

Mac OS X

- Intel Mac (multiple cores highly recommended)
- 1 GB RAM or more
- DVD drive
- 3 GB free hard disk space (program may use up to 20 GB scratch disk space)
- Mac OS X 10.4 or higher
- Monitor with at least 1024x768 resolution
- CoreAudio compliant audio interface or built-in audio hardware
- Free USB port for Ignition Key
- Internet connection for registration

Windows

- Intel P4/AMD Athlon XP at 2GHz or better (multiple cores highly recommended)
- 1 GB RAM or more
- DVD drive
- 3 GB free hard disk space (program may use up to 20 GB scratch disk space)
- Windows XP (SP3), Vista or Windows 7.
- Monitor with at least 1024x768 resolution
- Audio Interface with ASIO driver
- Free USB port for Ignition Key
- Internet connection for registration

About the Audio Hardware

The audio hardware is the computer equipment that converts the analog signals from instruments and microphones to digital signals that Record can work with and store, and back again (for connection to an amplifier, headphones, or similar). This equipment could be a built-in audio card, a 2 channel USB or Firewire audio interface, or some more advanced audio card with several inputs and outputs, digital connectors, etc. Regardless of which, you need to make sure the hardware and its drivers are properly installed:

Audio hardware and Mac OS X

If you are using the built-in audio hardware in your Macintosh

All Mac models come with a built-in audio interface, providing stereo input and output jacks (and in some cases a built-in microphone). Depending on your needs, the quality of these inputs and outputs may be fully sufficient for use with Record.

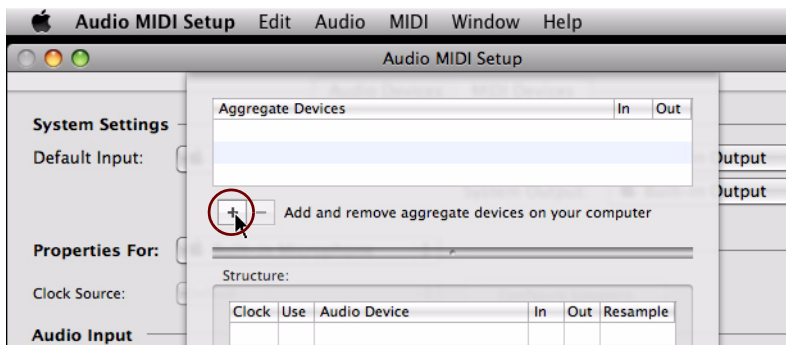
If you use Mac OS X 10.5 and later, Record provides a number of pre-configured Input(s)+Output(s) combinations that can be accessed from the Audio tab in Preferences. However, under Mac OS X 10.4 the system presents the built-in inputs and outputs as two or three individual audio devices. This means that, by default, you can only select the "Built-in Output" option in Record's Preferences. This works fine for playback, but since you get no inputs at all, you cannot record audio.

To get access to both built-in inputs and outputs, you need to create an "Aggregate Device", combining inputs and outputs into one "virtual" audio device. This is done in the Aggregate Device Editor.

! Although Aggregate Devices can be used, regular audio devices with both inputs and outputs have proven to be more reliable and allow lower latencies. Therefore, we recommend using external audio hardware with good Core Audio drivers instead.

Proceed as follows to create an Aggregate Device:

1. In OS X, open "Audio MIDI Setup" in the "Utilities" folder in "Applications".
2. Select "Open Aggregate Device Editor" from the Audio menu.



The Aggregate Device Editor

3. In the Aggregate Device Editor, click the "+" button to create a new aggregate device. If you like, you can rename your new aggregate device.
4. Place a tick in the "Use" check boxes for each of the Audio Devices you want to use. For example, if you want to use the "Built-in Line Input" and "Built-in Output", tick these two boxes.

- ! If you want to use the “Built-in Microphone” together with the “Built-in Output”, note that there might be audio feedback loops if you use the computer’s internal speakers or external speaker close to the built-in microphone! We recommend NOT using the “Built-in Microphone” option, partly because of the feedback loop problem and partly because of the limited audio quality of the built-in microphone.
- 5. Click “Done” to finish and exit the Aggregate Device Editor.
- 6. In the Audio MIDI Setup window, choose the Aggregate Device you just created by selecting it in the “Default Input” and “Default Output” drop-down lists respectively.
- 7. Select your Aggregate Device from the “Properties For” drop-down list and set up the “Format” in the drop-down lists that appear in the “Audio Input” and “Audio Output” sections at the bottom of the window.
- Choose “2ch-24bit” for best audio resolution.
- 8. When you’re done, exit the Audio MIDI Setup.
- ! If Record was running while you created your new aggregate device, you’ll have to restart Record for the new aggregate to be available in the “Audio Card” drop-down list on the “Audio” page in the Preferences dialog.

If you are using other audio hardware with your Macintosh

You may want to use other audio hardware with Record (e.g. an audio interface with multiple outputs, digital connections, etc.). For this to be possible, the audio hardware must be compatible with Mac OS X, i.e. there must be a Mac OS X driver available for the hardware.

1. **Install the audio hardware and its drivers as described in its documentation.**
2. **Connect the stereo outputs of your audio hardware to your listening equipment (speakers, mixer, headphones or similar).**
For info about how to use multiple outputs (i.e. more than a stereo output), see the Operation Manual pdf. For now, we stick to standard stereo connections.
3. **If possible, test that audio plays back OK with the audio hardware.**
With some audio hardware, a test application is supplied for this purpose.

Audio hardware and Windows

- ! **To run Record with full audio in and audio out functionality under Windows, an ASIO driver is required for the audio hardware.**

Record can be run with DirectX or MME drivers as well but this will only support audio out - and at considerably higher latencies than with ASIO drivers.

1. **Make sure you have the latest ASIO driver for the audio hardware!**
Please check the manufacturer’s web site for the latest versions.
2. **Install the audio hardware and its drivers as described in its documentation.**
3. **Connect the stereo outputs of your audio hardware to your listening equipment (speakers, mixer, headphones or similar).**
For information about how to use multiple outputs (i.e. more than a stereo output), see the Operation Manual pdf. For now, we stick to standard stereo connections.
4. **If possible, test that audio plays back properly with the audio hardware.**
In the case of audio hardware with ASIO drivers, you will need some test application for this (often included with the audio hardware).

About MIDI Interfaces

While it is possible to use Record without an external MIDI controller (by only using the "On-screen Piano Keys" window for playing MIDI notes, or by manually drawing notes and automation in the sequencer), this would not allow you to use the program to its full potential. From now on we assume that you are using a MIDI interface and some kind of external MIDI controller (typically a USB-keyboard with a built-in MIDI interface).

- **When installing the MIDI interface and its drivers, follow the instructions in its documentation carefully.**
- **While a MIDI interface with a single input is sufficient, you will benefit from having two or more individual inputs.**
This is especially true if you want to manipulate Record parameters with additional MIDI control surface devices, or use the program in conjunction with an external, stand-alone sequencer, drum machine or similar.
- **For some MIDI interfaces connected via USB, no driver installation is required. Just plug in the interface and you're ready to go!**
- **For other, more advanced MIDI interfaces (or at least to take advantage of more advanced features, like multiple inputs) you will need to install a driver.**
Please consult the documentation that came with the interface for details.

MIDI Connections

- **Simply connect the USB cable from your keyboard to your computer.**
Although many USB MIDI keyboards are "plug-and-play", some may require a driver to be installed. Consult the documentation that came with your MIDI keyboard or visit the manufacturer's web site. Drivers are usually downloadable.
Or
- **Connect a MIDI cable from the MIDI Out on your MIDI keyboard (or other MIDI controller) to a MIDI In on your MIDI interface.**
This is sufficient to be able to play and record notes and controllers in Record from the MIDI keyboard.
- **If you are not using a USB keyboard, you may also connect the MIDI Out from the MIDI interface to the MIDI In on your MIDI keyboard.**
This is not strictly necessary to use Record, but it will enable two-way communication when you run the Record Setup Wizard which appears the first time Record is launched (see "First run - Record Setup Wizard" on page 28), or when using Auto-detect Surfaces in the Preferences (see "Adding a control surface" on page 34). Whether auto-detection works or not depends on the keyboard model.
- ! **If you have several MIDI control surfaces or similar that you want to use, we recommend that you connect them to separate MIDI ports (or directly to the computer using USB).**

Installing the Software

About Multi Licenses

If you have purchased a multi license (for using multiple instances of Record in school, institution or company), you should also refer to the Record Multi Licenses pdf, found on the DVD or installed in the Documentations folder.

Upgrading vs. New Installations

If you are upgrading from a previous version of Record, please note the following:

- **Our recommendation is that you uninstall the previous version of Record before installing the new one.**

Under Windows, please use the Uninstall feature.

Under Mac OS X, just drag the program files to the Trash.

- ! **Note that if you are upgrading from Record Version 1.0 under Windows, also uninstall the CodeMeter Runtime Kit!**

If you upgrade from Record Version 1.0.1, you do not need to uninstall the CodeMeter Runtime Kit since this is embedded in the Record Version 1.0.1 program.

Uninstalling will ensure that there is no confusion between versions and that shortcuts and aliases point to the right files etc.

Running the Installer

Now it's time to install the actual Record software:

1. **Insert the Record disc into your DVD drive.**

If you downloaded Record from the Propellerhead web site, double-click the .dmg file (Mac OS X) or unzip the .zip file (Windows).

2. **Locate the file called "Install Record" and double-click on it.**

Under Windows, the installer may automatically start when you insert the DVD, depending on your system settings.

3. **Follow the instructions on screen.**

Under Windows, before executing the installation of the software components, you will be asked to select a language and choose whether you wish to create a program shortcut/alias on your desktop. When the installation is complete, you have the option of launching Record directly.

- **During the installation, the CodeMeter application will also be installed on your computer.**

The CodeMeter application is necessary for handling the Record authorization (see below).

- ! **Since CodeMeter and Record communicate via a local network connection, you must allow CodeMeter and Record to access Internet if you are using a firewall program.**

4. **When the installation is finished, don't forget to activate your anti-virus software again (when applicable).**

Additional video tutorials and demo songs on the DVD

If you have purchased Record from the Propellerhead web site, downloaded the installer and then received the box a few days later, there are additional video tutorials and demo songs available on the DVD.

- **To install additional video tutorials from the DVD, double-click “Install Additional Tutorials” in the “Additional Video Tutorials” folder and follow the instructions.**
- **Additional demo songs can be manually copied from the DVD to the desired folder on your computer.**

Authorization and the Ignition Key

Record uses an authorization system designed to be as flexible as possible, while at the same time providing the best possible copy protection for the product. Here's how it works:

- **The core of the authorization system is your license number, which is registered to your user account on the Propellerhead web site.**
- **You then use this license to authorize your Propellerhead Ignition Key.**
You can then use this USB key to run Record in authorized mode, anywhere and on any computer.
- **If you don't have the Ignition Key at hand, you can still run Record in authorized mode, provided that you have a working internet connection.**
The program will then contact the Propellerhead web site and verify that Record is registered to your user account.
- **Finally, should you be without both Ignition Key and internet connection, you can run Record in demo mode.**
This is also the mode you use if you are trying out the program, but haven't yet purchased it. In this mode, you can work as usual and even save your work. You cannot, however, open songs in Demo Mode (for details, see “Running Record in demo mode” on page 22).

Registering and Authorizing Record

To be able to run Record in authorized mode (see “Running Record with the Ignition Key” on page 20 and “Running Record with Internet Verification” on page 21), the program must be registered to your account on the Propellerhead web site.

- ! **If you purchased Record directly from the Propellerhead web site, the Record license has already been registered to your user account.**

This means you can run Record using Internet Verification, right away (see “Running Record with Internet Verification” on page 21). However, when you receive your Propellerhead Ignition Key you need to authorize it, so please read on!

Here's how you register and authorize your copy of Record.

- ! **Note that a working internet connection is required to be able to perform the following steps.**

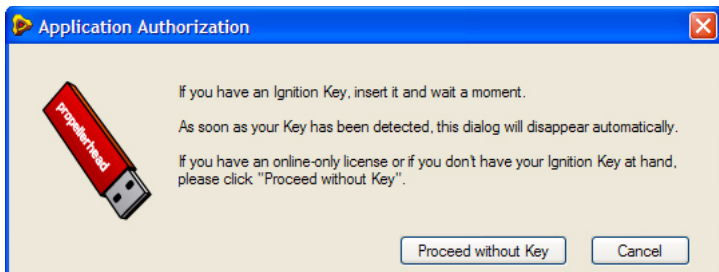
1. Launch Record.

When you start Record for the first time, the following window appears:



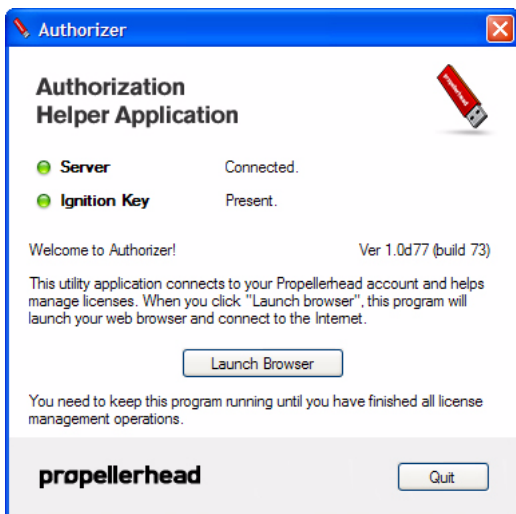
2. Click on the Register and Authorize button.

The following dialog appears:



3. Insert the Ignition Key in a free USB port on your computer.

If you don't have the Ignition Key at hand, but just want to register Record, click "Proceed without Key". Record will start the Authorizer, an application which manages authorizations and the Ignition Key. This will guide you throughout the rest of the registration and authorization process:



4. Click the "Launch Browser" button.

The default Internet browser on your computer is launched and will direct you to the Record registration and authorization page at the Propellerhead web site.

5. Enter your User name and Password and log in on your Propellerhead account.

If you don't have an account already, click on the "Create account" link and follow the instructions to register a new account.

6. This step depends on the situation:

If your Record license is already registered, it will be shown on the web page.

→ **Select it and click the button called "Authorize". This authorizes your Ignition Key with your license.**

If Record isn't registered yet, you will be asked to do that.

→ **Enter the License number and Registration code found in the Record box, then click the button below.**

• **If your Ignition Key is inserted, the button will be called "Register and Authorize".**

Your license will be registered and the Ignition Key will be authorized with your license.

If your Record license is already registered, it will be shown on the web page. Select it and click the button called "Authorize". This authorizes your Ignition Key with your license.

• **If you don't have the Ignition Key inserted, the button will be called "Register".**

Your license will be registered, allowing you to run Record in authorized mode with Internet Verification. You can later return to authorize your Ignition Key.

7. When you're done, go back to Authorizer and click Quit.

Record will restart automatically, and you will now be able to run the program in authorized mode.

Running Record with the Ignition Key

If you launch Record with an authorized Ignition Key inserted, the program will simply start without further ado.

► **From now on, always insert the Ignition Key before starting your computer and launching Record. This way Record will start up immediately, without the Application Authorization procedure.**

When you have an authorized Ignition Key inserted in your computer, it's no longer necessary to have Internet connection when running Record.

Running Record with Internet Verification

If you launch Record without an Ignition Key inserted, the following window appears:



1. Click on the "Run with Internet Verification" button.
 - ! **Note that this requires a working internet connection (and that your Record license has been registered on your user account as described in "Registering and Authorizing Record" on page 17).**
 2. Enter the username and password for your Propellerhead account in the dialog that appears.
Record launches in authorized mode.
- **Should you at any point insert your authorized Ignition Key, an internet connection is then no longer required.**
- ! **It is not possible to run two instances of Record (on different computers) authorized to the same user account. Record will then enter demo mode.**

Running Record in demo mode

If you don't have a Record license, or if you're without both your Ignition Key and a working internet connection, you can run Record in demo mode:

1. Launch Record.

The following window will show up:



2. Click on the "Run in Demo mode" button.

Record launches in demo mode.

The Demo Mode indicator lights up on the Transport Panel.



Running Record in demo mode allows you to perform all operations as in authorized mode, with two exceptions:

- **You cannot export audio or bounce mixer channels to disk.**
- **You cannot open songs.**

The only songs that can be opened in demo mode are the dedicated demo songs (file extension ".rec-demo"). These demo songs can be accessed from the "Open Demo Song" item in the File menu.

If you remove your Ignition Key or lose the Internet Connection while running Record with Internet Verification, the program will automatically enter demo mode. You can continue working, and save your songs as usual. When you put back the Ignition Key or reconnect to the internet, Record will automatically revert to authorized mode and the Demo Mode indicator will go off.

Running Record in combination with Reason

If you have Reason Version 5 registered and installed on your computer, Record will automatically detect this when you launch the program. All Reason devices will be available in Record, and Reason songs can be opened (see the "Song File Handling" chapter in the Operation Manual pdf for more information).

! Record Version 1.5 only supports Reason Version 5!

Registering Reason

If you haven't already registered Reason, please go to www.propellerheads.se, click "Your Account" and follow the instructions for registering Reason. You will need the license number and registration code on the Authorization Card that was included in the Reason box.

After registering Reason to your user account, you can run Record+Reason with Internet Verification as described in "Running Record with Internet Verification" on page 21.

Authorizing the Ignition Key for Reason

To be able to run Record+Reason in authorized mode with the Ignition Key, you need to authorize the key with your Reason licence:

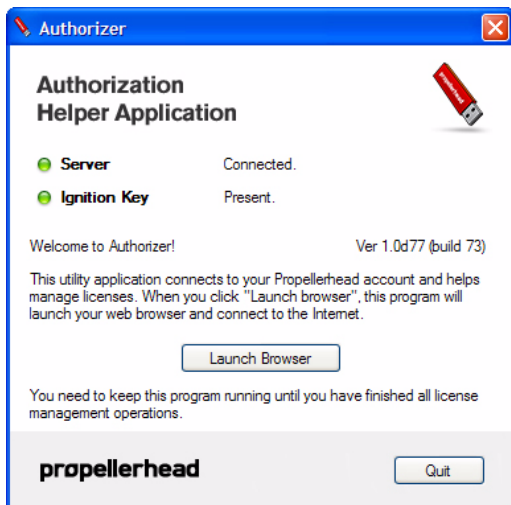
1. Insert the Ignition Key in a free USB port.

2. Launch Record.

An alert will appear, telling you that Reason has been found but isn't authorized.

3. Click the "Authorize" button.

This launches the Authorizer application, which will guide you throughout the rest of the authorization process:



4. Click the "Launch Browser" button.

The default Internet browser on your computer is launched and will direct you to the Propellerhead web site.

5. Enter your User name and Password and log in to your Propellerhead Account.

6. Click on the "Your Products" link.

This takes you to the "Your Products" page, listing all products that are registered to your user account.

7. Locate the Reason Version 5 license in the list and click the "Manage License" link next to the license.

8. On the Manage License page, you are asked if you want to authorize the inserted Ignition Key with your Reason license. Click the Authorize button.

The Authorizer will now write the Reason license to the Ignition Key. This may take a short while.

9. When the web page tells you that the Authorization process is complete, return to the Authorizer and click the Quit button.

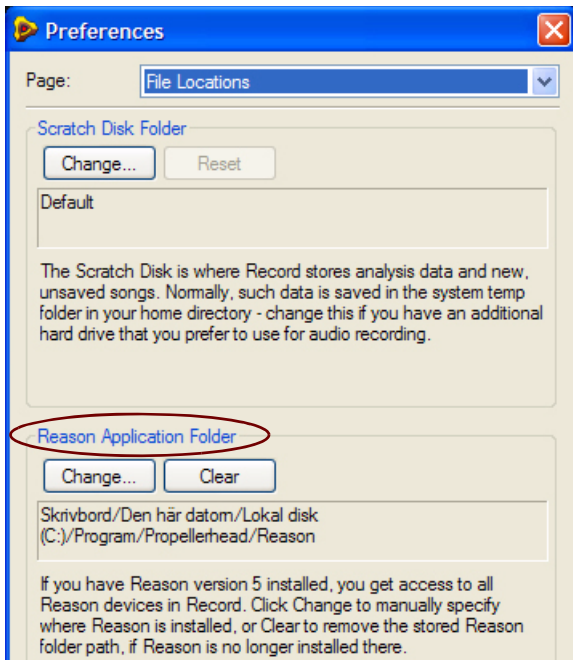
Record will restart. From this point on all Reason devices will be available on the Create menu and on the "Devices" palette in the Tool Window in Record.

If Record cannot find your Reason installation

If you have Reason Version 5 installed in a non-standard location, or if you have changed the name of the Reason folder, Record may not find the Reason installation. If this happens, you can specify the location of the Reason folder manually:

1. **Open the Preferences dialog from the Edit menu (Windows) or Record menu (Mac).**
2. **Select the File Locations page.**

It contains a Reason Application Folder setting.



3. **Click the "Change..." button in the Reason Application Folder section.**
This opens a standard file browser dialog.
4. **Navigate to where your Reason folder is, select the Reason folder and click Choose.**
The browser closes and the location (path) you specified is shown in the Reason Application Folder on the Preferences page.
- **If you get the "No Reason Installation Found" message when you click the Choose button, this is because the program couldn't find a valid Reason version in the folder you specified.**
Make sure that you selected the actual folder containing the Reason application. Note also that Record Version 1.5 requires Reason Version 5.
5. **Restart Record for the change to take effect.**
Now, the program will find your Reason installation and give you access to all Reason devices in Record.



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Chapter 3

Setting Up

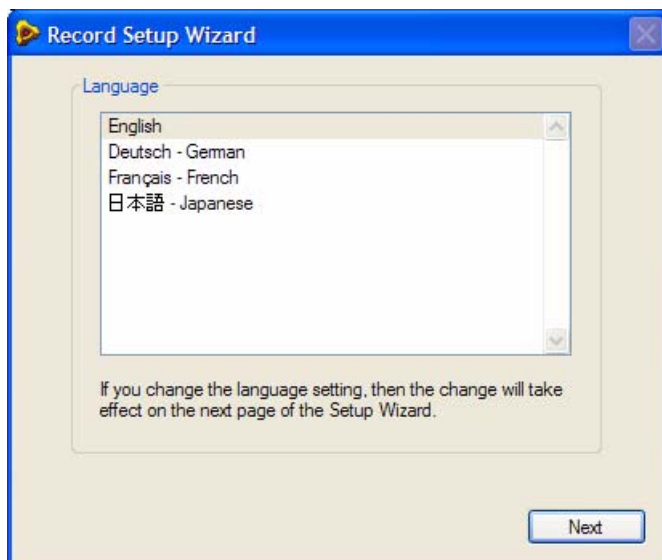
About this Chapter

This chapter describes the settings you need to make before you can start using Record. These are necessary in order to get any sounds to and from the program and to be able to play and control Record via MIDI.

First run - Record Setup Wizard

If you followed the instructions correctly in the last chapter, Record should be running, and the first dialog in the "Record Setup Wizard" guide should be open.

This only appears the very first time the program is run.



- ! **Note that the Language page only appears in the Windows version of Record. In Mac OS X, the selected system language is automatically used.**
- ! **Note that any settings you make in the Setup Wizard can always be changed later in Preferences.**
- ! **If Record can't find a Reason Version 5 installation on your computer, it will tell you now.**

Either you don't have Reason Version 5 installed, which is fine, or Reason is not installed in its standard location (i.e. the Reason folder is renamed or on a separate drive). In the latter case, please complete the Setup Wizard first, then manually locate the Reason installation on the File Locations page of the Preferences.

→ **Clicking “Next” will take you through a series of dialogs, where the following happens:**

- **The Setup Wizard will first try to find a compatible audio driver.**

It will automatically select the first compatible driver it finds. If this is the driver you wish to use, fine. If it isn't, select your preferred driver from the Audio Card Driver pop-up. If you don't know which driver to use, see “Setting up the Audio Hardware” on page 31.

- ! **To get both inputs and outputs in the same driver under Mac OS X 10.4, it is required that you create an Aggregate Device. For information on how to do this, please see “If you are using the built-in audio hardware in your Macintosh” on page 13.**

- **Next, Record will try to auto-detect a Master Keyboard.**

If one is found and you want to use this, click “Use” and proceed.

- ! **For Record to auto-detect a device you need two-way MIDI communication! Non-USB keyboard devices without a MIDI input can of course still be added manually.**

- ! **Note that your keyboard model might not be auto-detected by Record, even though it's a modern one and connects via USB. However, you can still use such a keyboard to control Record and use Remote in the same way as with an auto-detected keyboard.**

- **If Record can't find the keyboard you have connected, or if you clicked “Don't Use”, you will be asked to specify a Master Keyboard manually.**

This is done by first selecting a manufacturer, and then a model. If your model keyboard isn't on this list select “Other”.

- **You will also have to specify a MIDI port to use.**

This can be done either by selecting one of the available ports listed in the popup, or by clicking the “Find...” button and pressing some keys on your keyboard.

- **Note that if you have additional remote control surface devices in your setup, these will have to be added in the Preferences - see “Adding a control surface” on page 34.**

The Setup Wizard will only establish a connected Master Keyboard device.

Setup is now complete!

If all went well, you should now have established audio and MIDI communication - the basics needed to play back audio and to direct MIDI to Record!

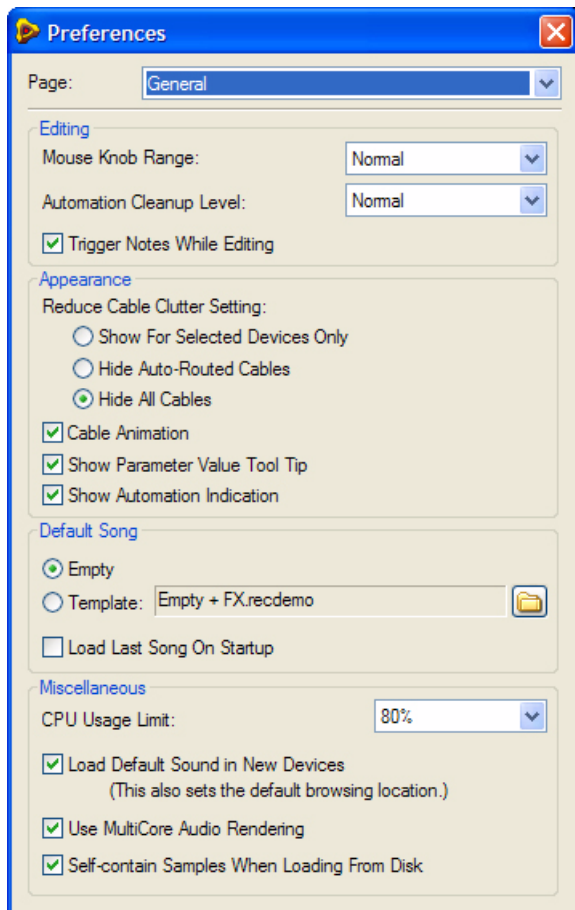
However, if for any reason the Setup Wizard failed to establish the necessary settings, or if you wish to add other devices etc., you have to make settings in the Preferences (see below).

- **Select which song to open, and if you want to watch the Getting Started Tutorials.**

The final page of the Setup Wizard let's you select if you want to open a Demo Song, a template document, or an empty song directly after finishing the Setup Wizard. It also gives you an option to watch a Getting Started tutorial.

About the Preferences

The basic settings for audio and MIDI are done in the Preferences dialog. This is opened from the Edit menu (or, if you are running Mac OS X, from the Record menu).



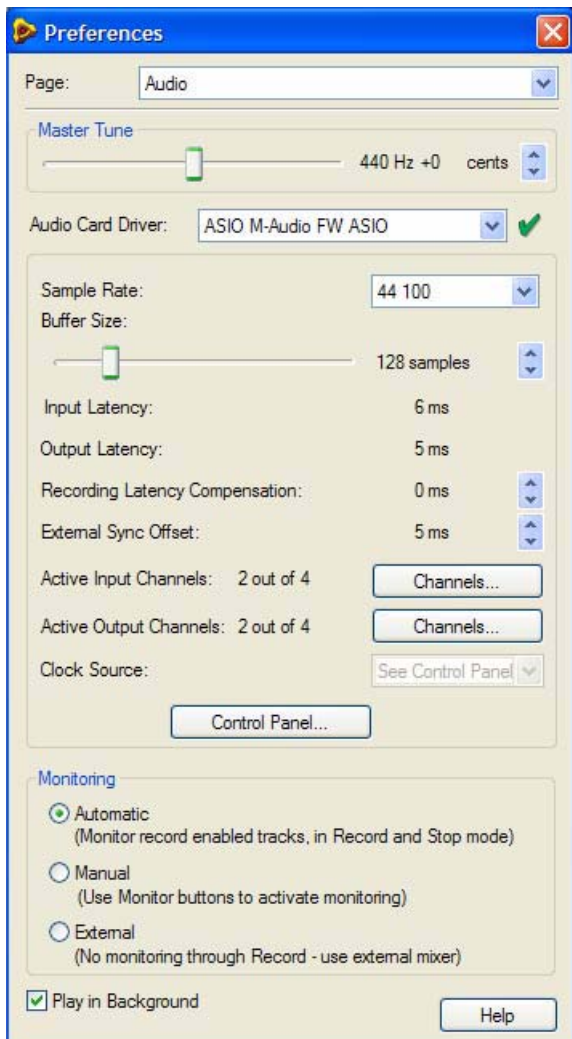
The Preferences dialog.

- Described herein are only the most important settings in the Preferences. For information about other Preferences settings, see the “Menu and Dialog Reference” chapter in the Operation Manual pdf.

Setting up the Audio Hardware

In case this wasn't done in the Setup Wizard, you need to establish a connection between Record and the audio hardware. This is done by selecting a driver - a software component that acts like a link between the program and the audio hardware. Proceed as follows:

1. In the Preferences dialog, use the pop-up menu at the top to select the Audio page.



2. Pull down the Audio Card Driver pop-up menu and select one of the options.

Which option to select depends on the platform and the audio hardware. If an option is not applicable to your setup it will be disabled in the dialog.

Mac OS X

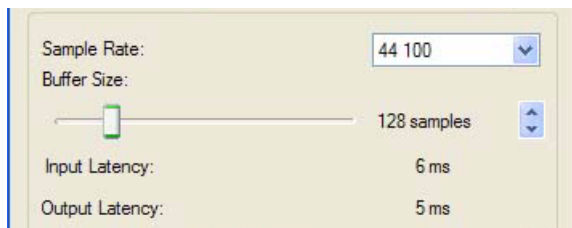
- **Select the option that corresponds to the hardware you want to use (the built-in audio connectors or some additional audio hardware that you have installed).**
- **If you are using Mac OS X 10.5 or later, a number of predefined combinations of built-in inputs and outputs will also be available in the Audio Card Driver pop-up.**
The number of available input(s)+output(s) combinations depends of your computer's specific audio hardware configuration.

Windows

- ! **If you run Record under Windows, it's required that the audio hardware supports ASIO drivers.**
- **Select the option that corresponds to the ASIO hardware you want to use.**
If you are using audio hardware for which there is a specific ASIO driver, you should select this. With an ASIO driver written specifically for the audio hardware, Record can communicate more or less directly with the audio hardware. The benefits are lower latency (see below) and possibly better support for additional hardware features such as multiple outputs.

Input and About Latency and other Audio Settings

On the audio page, you will find a number of additional settings for audio. The most important ones are Buffer Size and the corresponding readouts for Input and Output Latency.



The Input Latency is the delay between when the audio is "sent" from a connected microphone or instrument and when it's received and detected by Record. Output Latency is the delay between when audio is "sent" from Record and when you actually hear it. The latencies in an audio system depends on the audio hardware, its drivers and their settings.

When you select a driver, its latency values are automatically reported by the audio card and displayed in the Preferences-Audio dialog. Depending on the audio hardware and the driver, you may be able to adjust these values. If you experience high latency values, you will need to make adjustments to your configuration.

- **If available, use the Buffer Size slider to lower the latency.**
- **If the Buffer Size slider is disabled, you may be able to lower the buffer size in the control panel for the audio hardware - click the Control Panel button to open this.**

For more information, please consult the Operation Manual pdf.

Setting up MIDI

In Record, MIDI keyboards or remote control devices are called control surfaces. MIDI input from control surfaces is handled by a system called Remote. Here are some of the main features:

- **You can use any number of control surfaces at the same time.**
- **The program supports a large number of control surfaces out of the box - knobs, faders and buttons on the surfaces are automatically mapped to the most useful parameters on the Record devices.**

You don't have to change the settings on the control surface to control different devices in Record - if you change MIDI input from a ID-8 track to a Combinator track, the control surface will automatically adapt. You just set up your control surface once and for all for use with Record - the program handles the rest!

- **For control surfaces that are not natively supported at this stage, you can use generic drivers.**

Note however, that Remote drivers for additional control surfaces will be added continuously - check our web page for more info.

- **By default, all control surfaces follow the sequencer Master Keyboard Input.**

This means that you set MIDI input to a track in the sequencer to route the control surface(s) to the track's device in the rack.

- **You can lock a control surface to a specific device in the rack.**

For example, you could have a Master Keyboard that follows MIDI input, while another control surface is locked to the Main Mixer. This way you can control levels and pans at all times. This is described in the Operation Manual.

- **You can use remote overrides to map a specific control on a surface to a specific Record parameter or function.**

For example, you could override-map a knob or fader on your control surface to the Main Mixer's master level fader. Or you could map buttons on your control surface to control Record's transport (play, stop, record, etc.) at all times, regardless of which track has Master Keyboard Input in the sequencer. This is described in the Operation Manual.

- **Remote also supports some control surfaces with MIDI feedback.**

If you have such a control surface and it is supported by Record, you can take full advantage of motorized faders, meters, displays, etc.

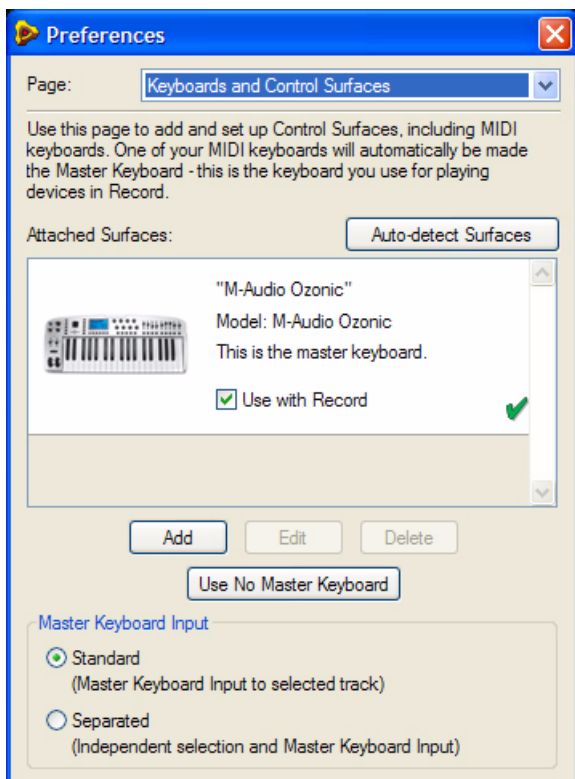
Among the Record documentation you will find a pdf document called "Control Surface Details". This contains useful information about the supported control surfaces.

In case you specified a Master Keyboard in the Setup Wizard, and you don't have any other control surfaces, you don't have to do anything else. But if you want to add additional control surfaces or edit your settings, this is done in the Preferences.

Adding a control surface

1. Open the Preferences dialog and select the **Keyboards and Control Surfaces** page.
2. If your control surface is connected via USB (or if you have made a two-way MIDI connection), try clicking the **Auto-detect Surfaces** button.

Record scans all MIDI ports and tries to identify the connected control surfaces. Note that not all control surfaces support auto-detection.

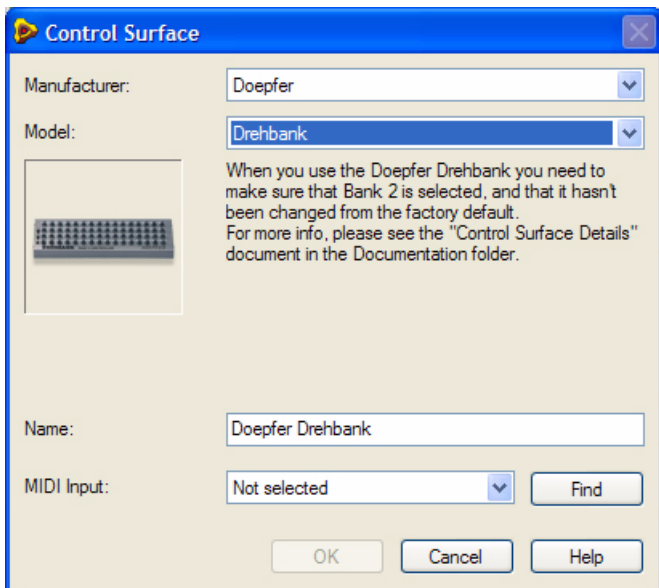


All found surfaces are listed in the Attached Surfaces list.

3. To add a control surface manually, click the **Add** button.
This brings up a new dialog.
4. Select the manufacturer of your control surface from the **Manufacturer** pop-up menu.
If you can't find it on the menu, see below.
5. Select the model of your control surface from the **Model** pop-up menu.
If you can't find it on the menu, see below.

6. An image of the selected control surface model is shown, often along with some information text - read this carefully.

For some control surfaces, you need to select a specific preset to use the surface with Record - this is noted here.



7. Use the MIDI Input pop-up to select the input port to which you have connected the surface.

If in doubt, you can click the Find button and then tweak a control or play a key on the control surface to have Reason find the correct input port for you.

- **Some control surfaces may have more than one MIDI Input pop-up menu.**

You need to select ports on all MIDI Input pop-up menus.

- **Some control surfaces will have a MIDI Output pop-up menu.**

In some cases this is labeled "Optional" - then you don't have to make a selection. In other cases, a MIDI Output is required. This is the case if the control surface uses MIDI feedback - motor fader, displays, etc.

8. If you like, you can rename your control surface in the Name field.

9. Click OK to add the surface.

Depending on the surface model, alerts may appear, reminding you to select a specific preset etc. In some cases, Record can restore a preset in the control surface to factory settings for you - you are then informed of this.

Finally you return to the Keyboards and Control Surfaces page in Preferences, where your added surface is now listed.

If your control surface model isn't listed

If you can't find your control surface listed on the Manufacturer or Model pop-up menus when you try to add it, this means that there's no native support for that model. However, the program supports generic keyboards and controllers. Here's what to do:

- ➔ **Select "Other" on the Manufacturer pop-up menu and then select one of the three options on the Model pop-up menu.**

Or, if the Manufacturer is listed but not your specific model:

- ➔ **Select one of the three "Other" options on the Model pop-up menu:**

In both cases, the options are:

- **MIDI Control Keyboard**
Select this if you have a MIDI keyboard with programmable knobs, buttons or faders. You need to set up your MIDI control keyboard so that the controllers send the correct MIDI CC messages, depending on which Record device you want to control - check out the MIDI Implementation Chart in the Record documentation. If your control surface has templates or presets for different Record devices, these can be used.
- **MIDI Control Surface**
Select this if you have a MIDI controller with programmable knobs, buttons or faders (but without keyboard). Again, you need to set your controllers to send the correct MIDI CCs.
- **MIDI Keyboard (No Controls)**
Select this if you have a MIDI keyboard without programmable knobs, buttons or faders. This is used for playing only (including performance controllers such as pitch bend, mod wheel, etc.) - you cannot adjust Record device parameters with this type of control surface.
- **MIDI Multichannel Control Keyboard/Surface**
These options can be used if your MIDI keyboard or surface can handle multiple MIDI channels simultaneously.

After selecting a model, proceed with selecting MIDI input as described above.

About the Master Keyboard

One of the control surfaces can be the Master Keyboard. This is like any other control surface, but it must have a keyboard and it cannot be locked to a specific Record device (in other words, it always follows the MIDI input to the sequencer). This is the surface you use to play the instrument devices in Record.

- **The first surface with a keyboard that is added (or found by auto-detect) is automatically selected to be the Master Keyboard.**
This is shown in the Attached Surfaces list on the Preferences page.
- ➔ **If you want to use another surface as Master Keyboard, select it in the list and click the "Make Master Keyboard" button.**
You can only have one Master Keyboard.
- ➔ **If you don't want to use any Master Keyboard at all, select the current Master Keyboard surface and click the same button (which is now labeled "Use No Master Keyboard").**

Master Keyboard Input

This allows you to set a preference for how Master Keyboard Input mode is selected:

- **Standard mode**
This always sets Master Keyboard Input to the selected track.
- **Separated mode**
This will allow you to independently select tracks while Master Keyboard Input is unchanged. When this is mode is active, Master Keyboard Input is set by clicking the device icon in the track list. Selecting another track (by clicking on the track name or somewhere in the track list), leaves Master Keyboard Input unchanged.

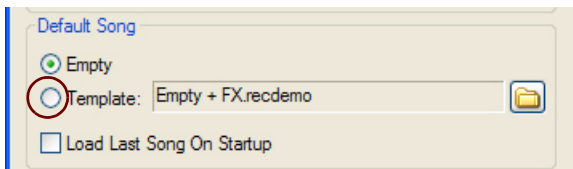
Other functions

- **To edit a surface, double-click it in the list (or select it and click Edit).**
This lets you change its name and MIDI port settings, if needed.
- **To delete a surface, select it in the list and click Delete.**
- **You can turn off a surface by deactivating its "Use with Record" checkbox.**
This could be useful if the surface is connected to your system but you only want to use it with another program, etc.
- **There is also an "Advanced Control" page in the Preferences.**
This is only used for External Control MIDI buses and for MIDI Clock Sync input. All hands-on MIDI control is set up on the Keyboards and Control Surfaces page.

Setting up the Default Song

It's possible to select a default Song which will automatically open as a "template" each time you select "New" from the File menu. The Default Song could be any Song you have created earlier, or a factory made Template Song. You can select this Default Song on the "General" page in the "Preferences" dialog.

1. Select **"Preferences"** from the **Edit menu (Win)** or **"Record"** menu (Mac) and then select **"General"** in the **"Page:"** drop-down list.



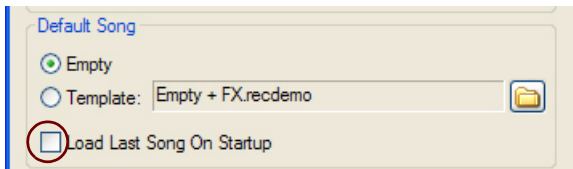
2. Click the **"Template"** radio button in the **"Default Song"** section.
3. Click the folder icon to the right and select the Song you want to use as template when creating new Songs.

Each time you create a new Song (by selecting "New" from the File menu), the selected Song will be loaded and used as a template for your new Song. On Windows platforms, the Song document will be named "Document n" where "n" is an incremental number. On Mac OS X platforms, the document will be named "untitled n" where "n" is an incremental number. You can then save your Song with a new name.

Opening the last Song at program launch

It's possible to instruct Record to automatically open the last Song each time you launch Record. You select this on the "General" page in the "Preferences" dialog.

1. Select **"Preferences"** from the **Edit menu (Win)** or **"Record"** menu (Mac) and then select **"General"** in the **"Page:"** drop-down list.



2. Place a tick in the **"Load Last Song On Startup"**.

When you launch Record the next time, the last saved Song will automatically open in a document window.

Reassigning the Function Keys in Mac OS X

When you work with Record, you will do a lot of navigating between the three main areas - the main mixer, the rack and the sequencer. The quickest way to switch between these areas is to use the function keys F5, F6 and F7 (see "Navigating between the areas" in the "Common Operations and Concepts" chapter in the Operation Manual and Help system for details). Also, the F4 and F8 keys are shortcuts for showing and hiding the On-screen Piano Keys window and the Tool Window, respectively.

However, on many Macintosh models (especially MacBooks), the function keys double as hardware control buttons. For example, they might control the volume of the built-in speaker, the display brightness or keyboard backlight. To make these keys actually work as function keys for software such as Record, you need to hold the "Fn" key while pressing them.

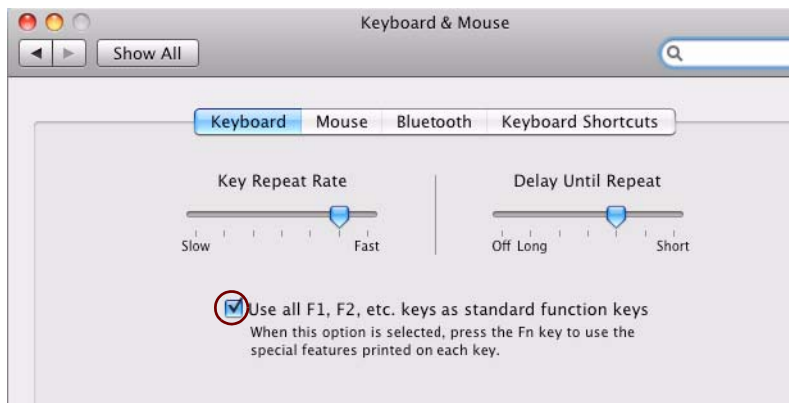
This can work perfectly OK, but to get the best workflow in Record we recommend that you change this behavior, so that pressing e.g. the F5 key actually sends "F5" to Record (and you hold down the Fn key to get the hardware control functions instead). Here is how you change this:

- 1. Open the System Preferences in Mac OS X and select the "Keyboard & Mouse" item.**

The "Keyboard & Mouse" preferences are shown.

- 2. Select the "Keyboard" tab and make sure the checkbox "Use all F1, F2, etc. keys as standard function keys" is ticked.**

Now you can use F4-F8 for controlling functions in Record. To use hardware control features such as volume and display brightness, you need to hold down the "Fn" key before pressing the function keys.

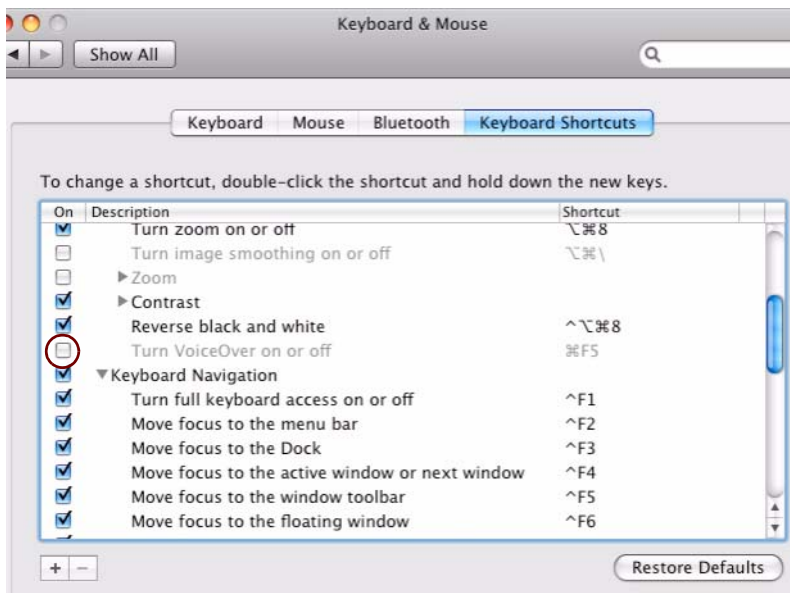


Some function keys might also be pre-assigned to Mac OS X keyboard shortcuts, which will have priority over software such as Record. This is easily changed:

- 3. Click the "Keyboard Shortcuts" tab in the "Keyboard & Mouse" window.**

The Keyboards & Mouse Preferences window shows a list of keyboard shortcuts assigned to system functions. For example, [Cmd]-[F5] is assigned to turn VoiceOver on or off. In Record, this is the keyboard shortcut for detaching the main mixer into a separate window.

4. Scroll down to the "Turn VoiceOver on or off" item and either remove the tick from the checkbox or assign it to another keyboard shortcut.



5. Scroll down further to the "Spaces" item (keyboard shortcut F8) and either remove the tick from the checkbox or assign it to another keyboard shortcut.

In Record [F8] is assigned to show/hide the Tool Window.

6. Now, you're finished with the settings and can close the "Keyboard & Mouse" window.

From now on, the function keys and keyboard shortcuts will perform their intended functions in Record.